Compact DMX Illuminator

Models covered by this manual:

UFO 150 CDMXG-A Glass, DMX - 120V
UFO 150 CDMXP-A Plastic, DMX - 120V

INTRODUCTION

Thank you for purchasing this UFO illuminator.

Please read these instructions fully before connecting your unit to the electrical supply, and keep them for future reference.

The UFO Compact DMX are a range of low profile illuminators which use 150W metal halide discharge lamps to give much greater brightness than those powered by halogen lamps.

These models have a fast re-lamping feature (the lamp is mounted on a pull out hatch at the rear) and are fitted with a DMX controller allowing a range of in-built effects or control via a standalone controller.

IMPORTANT

THIS PRODUCT MUST BE INSTALLED IN ACCORDANCE WITH THE APPLICABLE INSTALLATION CODE BY A PERSON FAMILIAR WITH THE CONSTRUCTION AND OPERATION OF THE PRODUCT AND THE HAZARDS INVOLVED

Do not operate without complete lamp enclosure in place or if lens is damaged.

KEEP HARNESS IN PLACE WHEN IN OPERATION.

CAUTION: Hot surface. Keep away from curtains and other combustible materials.

WARNING: RISK OF FIRE/INJURY TO PERSONS. Keep away from combustibles. Unplug to change lamp. Do not touch lamp.

WARNING: RISK OF FIRE. Do not place lamp where the overhead surface is closer than 0.2m to the illuminator.

IMPORTANT SAFETY INFORMATION

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK OR INJURY TO PERSONS

IMPORTANT SAFETY INSTRUCTIONS

Lighted Lamp is HOT:

WARNING – To reduce the risk of FIRE, ELECTRIC SHOCK OR INJURY TO PERSONS:

1. Unplug and allow to cool before replacing lamp.
2. Lamp gets HOT quickly! Only contact plug when turning on.
3. Do not touch hot lens, guard, or enclosure.
4. Do not remain in light if skin feels warm.
5. Do not look directly at lighted lamp.
6. Keep lamp away from materials that may burn.
7. Use only with a 150W or smaller lamp.
8. Do not touch the lamp at any time. Use a soft cloth. Oil from skin may damage lamp.
9. Do not operate product with missing or damaged guard, lamp containment barrier, lens or fibre-optic harness.

SAVE THESE INSTRUCTIONS

• Always disconnect the unit from the power supply before opening or attempting to perform any work on it.
• UNIT MAY GET HOT - always allow unit to cool down before handling or moving it.
• Do not touch or attempt to remove the lamp while it is hot.
• Ensure that the power supply is correct for the unit before powering it up.
• Always ensure that the unit is properly EARTHED.
• Do not expose the unit to rain or moisture.
• Keep away from all combustible materials.
• Never attempt to tamper with the wiring or other internal components.
• Keep the unit away from gas, oil and any other flammable or explosive materials.
• Indoor use only.

ILLUMINATOR LAYOUT
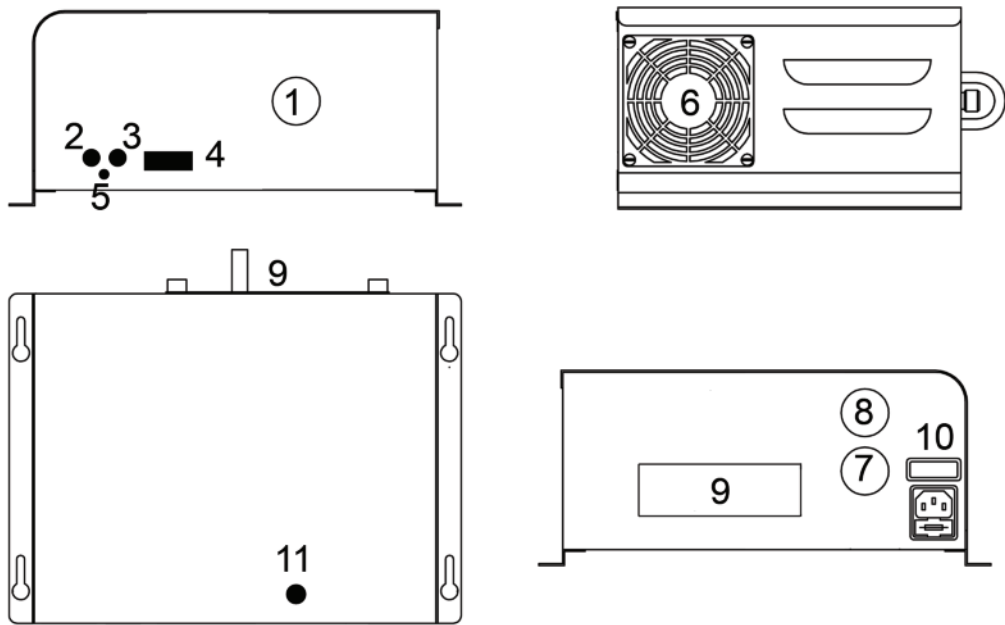
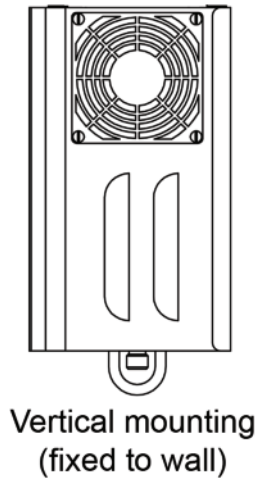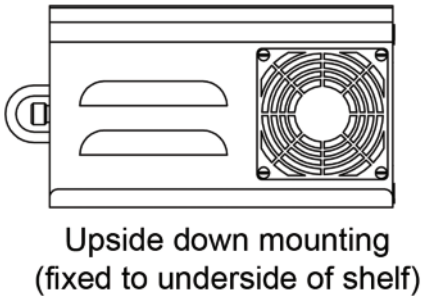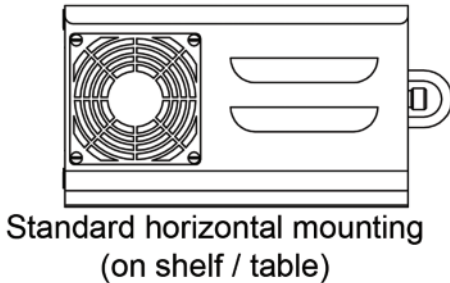| Item	Description
1	Fibre port connector
2	Control button
3	Control button
4	Display
5	Microphone
6	Cooling fan grille
7	XLR socket
8	XLR socket
9	Lamp holder
10	Mains input socket & fuse holder and power LED
11	Hole with cover to access fibre optic connector retaining screw

INSTALLATION GUIDE

In order for the Compact illuminator to function safely and efficiently it must be installed according to this user manual. Please read all sections thoroughly before switching on the illuminator.

POWER SUPPLY REQUIREMENTS

Before plugging in the unit, please make sure that the supply is correct. Failure to do so could cause the unit to malfunction. The unit requires a 120VAC 60Hz supply and it MUST BE EARTHED. The illuminator units are provided with a cordset fitted with a standard 3-pin plug.

POSITIONING THE UNIT

Standard horizontal mounting
(on shelf / table)

Upside down mounting
(fixed to underside of shelf)

Vertical mounting
(fixed to wall)

The illuminator can be mounted horizontally, vertically or upside-down on any flat surface. Keyhole slots are provided on the base of the unit to allow for securing to a surface. The illuminator is only suitable for use in a dry area.

If the unit is being mounted at a higher than the ground level, block access below the work area before installing.

Verify that any screws or bolts can safely bear the weight of the illuminator.
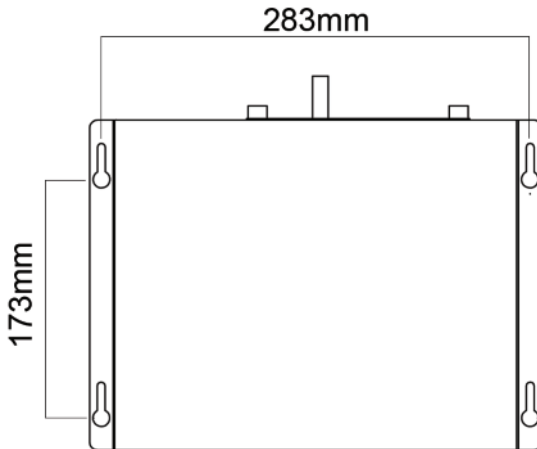
INSTALLATION GUIDE (Continued)

Verify that the supporting structure can safely bear the weight of all installed units, cables and any other equipment. The minimum thickness of the mounting surface must be no less than 19mm.

For horizontal mounting, it is recommended that the illuminator is secured to a solid surface using 4 x M4 or M5 screws or bolts and the keyhole slots. This is particularly important if the illuminator location is not at ground floor level.

To mount the illuminator vertically, first securely install 4 x M4 or M5 screws or bolts at the required distances so that they will line up with the keyhole slots. The illuminator can then be mounted onto them and slid into position. The bolts or screws MUST then be fully tightened.

To mount the illuminator under a surface, first securely install 4 x M4 or M5 screws or bolts at the required distances so that they will line up with the keyhole slots. The illuminator can then be mounted onto them and slid into position. The bolts or screws MUST then be fully tightened.

CLEARANCE / VENTILATION

It is recommended that a gap of 200mm (8") or more is left around the unit. This is to allow air to circulate and prevent overheating. The location must have free ventilation.

INSTALLATION GUIDE (Continued)

CONNECTION

There are 3 main connections required, the fibre port, the mains power and the DMX connections. Connect and secure the fibre optic connector to the fibre port before connecting the electrical supply. Never run the illuminator with the fibre connector unplugged. The fibre optic connector is secured into the port by removing the small cover on the top of the illuminator (see item 11 on page 3), and tightening the retaining screw. The cover should then be replaced.

DMX data connections are provided at the rear of the illuminator, connection details as follows
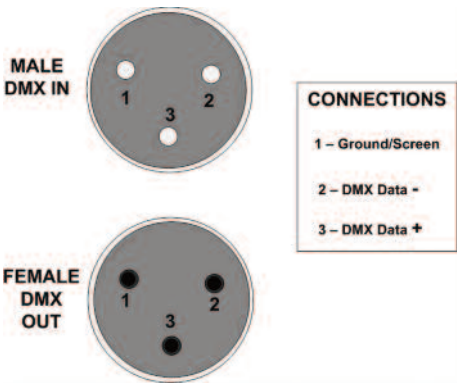
Like all data networks the DMX cable should be terminated on the DMX OUT of the last illuminator on the network using a terminator plug

OPERATION

This illuminator can be operated in stand alone mode, or can be connected to a compatible DMX controller.

In Standalone Mode the Compact DMX can be used as a single independent illuminator or in a Master Slave configuration with several illuminators connected together using DMX leads. In Master Slave configuration all addresses are set the same and whatever programme is selected on the "Master" DMX illuminator will also be observed on the "Slave" illuminators.

In DMX mode the DMX controller can be programmed to control Compact DMX illuminators either in a block (all same addresses) or independently (all different addresses).

INSTALLATION GUIDE (Continued)

OPERATION (Continued)

When the DMX illuminator is powered up the unit will RESET during which, the following flashing message will be displayed on the front panel display (Item 4 Page 1):

When the illuminator is RESET the following message will be displayed:

This indicates the illuminator has been set to address 001 by default.

PROGRAMMING

At any stage during programming, when changes are made the DMX may go through the RESET phase as described above – this is normal.

Changing Address

To change the address press the 2 buttons to the left of the display (Items 2 & 3 Page 1) simultaneously once the small indicator in the bottom right of the display will go out. Scroll for the required address as follows:
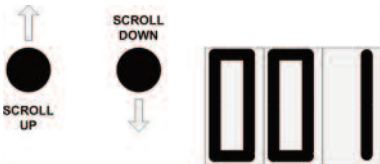
Once the selected address is found, there will be a short delay (may RESET) until the small indicator illuminates confirming the address is set.

PROGRAMMING (Continued)

Color Wheel Built in Progams

To access the built in programmes as described in the User Guide proceed as follows. Press the 2 buttons to the left of the display (Items 2 & 3 Page 1) simultaneously twice and the following message will be displayed:
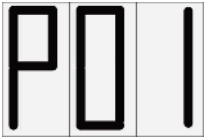

After a short delay (may RESET) the small indicator will flash confirming programme mode P01 is set as shown below. The illuminator will display white light:

Scroll through the Built in Programs until the desired programme is reached there will be a short delay (may RESET) until the small indicator flashes confirming the address is set. The set programme will now run. The programme will only run if left in this mode, returning to the Address Mode will stop the program running.

To return to Address Mode press the 2 buttons to the left of the display (Items 2 & 3 Page 1) simultaneously three times.

Note 1: There is an Auxiliary mode which may be displayed as shown below. This is not used. If in this mode press the 2 buttons simultaneously twice to return to Address mode:

Note 2: In Master/Slave and Remote DMX controller operation the small indicator flashes to indicate DMX data transmission

BUILT IN PROGRAMS

Program number	Function
P01	White
P02	Yellow
P03	Green
P04	Orange
P05	Magenta
P06	Blue
P07	Cyan
P08	Jade
P09	W,Y,G,O,M,B,C,J - flash change 2 seconds
P10	W,Y,G,O,M,B,C,J - flash change 5 seconds
P11	W,Y,G,O,M,B,C,J - flash change 10 seconds
P12	W,Y,G,O,M,B,C,J - flash change 30 seconds
P13	W,Y,G,O,M,B,C,J - flash change 60 seconds
P14	W,Y,G,O,M,B,C,J - flash change 2 seconds
P15	W,Y,G,O,M,B,C,J - flash change 5 seconds
P16	W,Y,G,O,M,B,C,J - flash change 10 seconds
P17	W,Y,G,O,M,B,C,J - flash change 30 seconds
P18	W,Y,G,O,M,B,C,J - flash change 60 seconds
P19	W,Y,G- flash change 2 seconds
P20	W,Y,G- flash change 5 seconds
P21	W,Y,G- flash change 10 seconds
P22	W,Y,G- flash change 30 seconds

BUILT IN PROGRAMS

Program number	Function
P23	W,Y,G- flash change 60 seconds
P24	W,Y,G,O - flash change 2 seconds
P25	W,Y,G,O - flash change 5 seconds
P26	W,Y,G,O - flash change 10 seconds
P27	W,Y,G,O - flash change 30 seconds
P28	W,Y,G,O - flash change 60 seconds
P29	8 colors slow change (0.2 RPM)
P30	8 colors slow change (0.5 RPM)
P31	8 colors slow change (1.0 RPM)
P32	8 colors slow change (2.0 RPM)
P33	8 colors slow change (3.0 RPM)
P34	8 colors slow change (5.0 RPM)
P35	8 colors slow change (8.0 RPM)
P36	8 colors slow change (12.0 RPM)
P37	8 colors chasing slow change (1.0 RPM)
P38	8 colors chasing slow change (2.0 RPM)
P39	8 colors chasing slow change (3.0 RPM)
P40	8 colors chasing slow change (5.0 RPM)
PS1	W,Y,G,O,M,B,C,J - audio control
PS2	W,Y,G,O,M,B,C,J - audio control
PS3	W,Y,G- audio control
PS4	W,Y,G,O - audio control

DMX ADDRESSES

Channel No.	Function	Address Value	Effect (Colorwheel versions)	Effect (Dimmer wheel versions)
01	Snap to color	0-15	Clear (white)	Dim level 1
01	Snap to color	16-31	Color 1 (yellow)	Dim level 2
01	Snap to color	32-47	Color 2 (green)	Dim level 3
01	Snap to color	48-63	Color 3 (orange)	Dim level 4
01	Snap to color	64-79	Color 4 (magenta)	Dim level 5
01	Snap to color	80-95	Color 5 (blue)	Dim level 6
01	Snap to color	96-111	Color 6 (cyan)	Dim level 7
01	Snap to color	112-127	Color 7 (jade)	Dim level 8
01	9 color sequence 5 seconds	128-143	C,Y,G,O,M,B,C,J 5 seconds	N/A
01	9 color sequence 7 seconds	144-159	C,Y,G,O,M,B,C,J 7 seconds	N/A
01	9 color sequence 12 seconds	160-175	C,Y,G,O,M,B,C,J 12 seconds	N/A
01	9 color sequence 15 seconds	176-191	C,Y,G,O,M,B,C,J 15 seconds	N/A
01	9 color sequence 20 seconds	192-207	C,Y,G,O,M,B,C,J 20 seconds	N/A
01	9 color sequence 60 seconds	208-223	C,Y,G,O,M,B,C,J 60 seconds	N/A

MAINTENANCE

LAMP REPLACEMENT
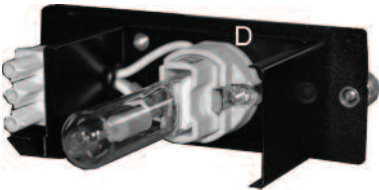
1) Unplug unit from electrical supply and allow to cool.

2) On the rear of the unit, unscrew the two knurled securing nuts (A) which hold the lamp holder in position.

3) Use the handle (B) to withdraw the lamp holder(C) from the illuminator.

4) Unplug the old lamp from its ceramic holder.

5) Plug the new lamp into the holder, making sure that you use a bulb of the same specification as to that which was removed. Also make sure not to touch the glass part of the lamp.

6) Slide the lamp holder plate back into position and tighten the two retaining nuts.

FUSE REPLACEMENT

1) Unplug unit from electrical supply and allow to cool.

2) The fuse is located in a drawer under the mains input connector.

3) Open the fuse drawer.

4) Withdraw fuse from its holder

5) Replace with identically specified fuse - see specification table in this manual.

6) Close the fuse drawer and power up the illuminator.

MAINTENANCE (Continued)

CLEANING THE UNIT

Disconnect unit from power supply and allow to cool before attempting any cleaning of the unit.

The body of the unit can be cleaned with a soft, damp cloth - do not use any abrasives on the unit.

The fans and vents should be kept clear by periodically blowing them out with compressed air.

Non-abrasive glass cleaner can be used to clean the glass lens inside the unit.

Please note that a record of all maintenance MUST be kept in the table below, indicating what maintenance was undertaken and when.

Date	Maintenance Undertaken

TROUBLESHOOTING

Problem	Probable cause(s)	Remedy
Unit is completely dead - Lamp and LED power indicator are not illuminated	Main fuse blown	Check and replace fuse.
	No power to unit	Check that power is switched on and power supply is plugged in.
LED power indicator & fan are on, but no light is output	Lamp blown	Replace lamp
	Thermal switch activated	Allow unit to cool for 5 to 10 minutes and investigate reason for overheating
	Lamp wires are not connected	Check plug connection - ensure lamp is properly seated in its holder and the pins are fully mated
Poor light output	Lamp needs replacing	Replace lamp
	Unit needs cleaning	Clean glass lens
	Incorrect power supply	Ensure power supply is 120VAC 60Hz
	Fibre port connector not plugged in correctly	Ensure fibre port connector is plugged in correctly, and that the screw is tightened up properly
Lamp going on & off randomly	Unit is overheating	Allow unit to cool for 5 to 10 minutes and investigate reason for overheating

TECHNICAL SPECIFICATIONS

Description	150W DMX
Port connector size	30mm diameter
Fibre type	Glass / polymer
Supply voltage	120VAC 60Hz
Lamp power	150W
Input power	180VA @ 120VAC
Start up current	0.3A @ 120VAC
Running current	0.75A @120VAC
Min. ambient temp.	-20°C
Max. ambient temp.	40°C
Thermal protection	Thermal switch
Ballast type	Electronic
Fan tye (polymer fibre)	Papst 8800N
Fan type (glass fibre)	Papst 8830N
Power cord	IEC mains cable
Main fuse	4 Amp
Lamp type	Metal halide
Lamp model	Philips CDM-SA/T or CDM
Lamp life	c. 9000h
Lamp colour temp.	4200K (SA/T) 3000K (CDM)
Lamp CRI	96 (SA/T) 85 (CDM)
Control options	DMX, standalone, master/slave
DMX channels	1
Protocol	DMX 512
Colour wheel	7 colours plus white
Standard colours	Green, blue, yellow, magenta, jade, cyan, orange
Acoustic rating (polymer fibre)	38.0dB(A)
Acoustic rating (glass fibre)	23.0dB(A)
Operating environment	Indoor / dry
Protection rating	IP20
Material	Sheet steel
Colour	Black
Size	298x232x144 mm
Weight	4.4kg

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Universal Fiber Optics LLC,
6119A Clark Center Avenue | Sarasota | Florida 34238
Tel : 1 (800) UFO 5554 | Tel : (941) 343 8115
www.fiberopticlighting.com